

SEVEN WRAITHS

of the DARK MILE

FILM TREATMENT | WRITTEN BY DAVID MILLS | © 2025 **ohwa films**

This is a work of fiction. The characters and events portrayed are entirely fictional.

LOGLINE

When a retired US veteran learns his young estranged daughter has survived a freak accident, he travels to the Scottish Highlands, where he uncovers a dark world of ancient legends and supernatural threats that are far more real and deadly than he ever imagined.



ACT ONE

A FATHER RECEIVES A PHONE CALL

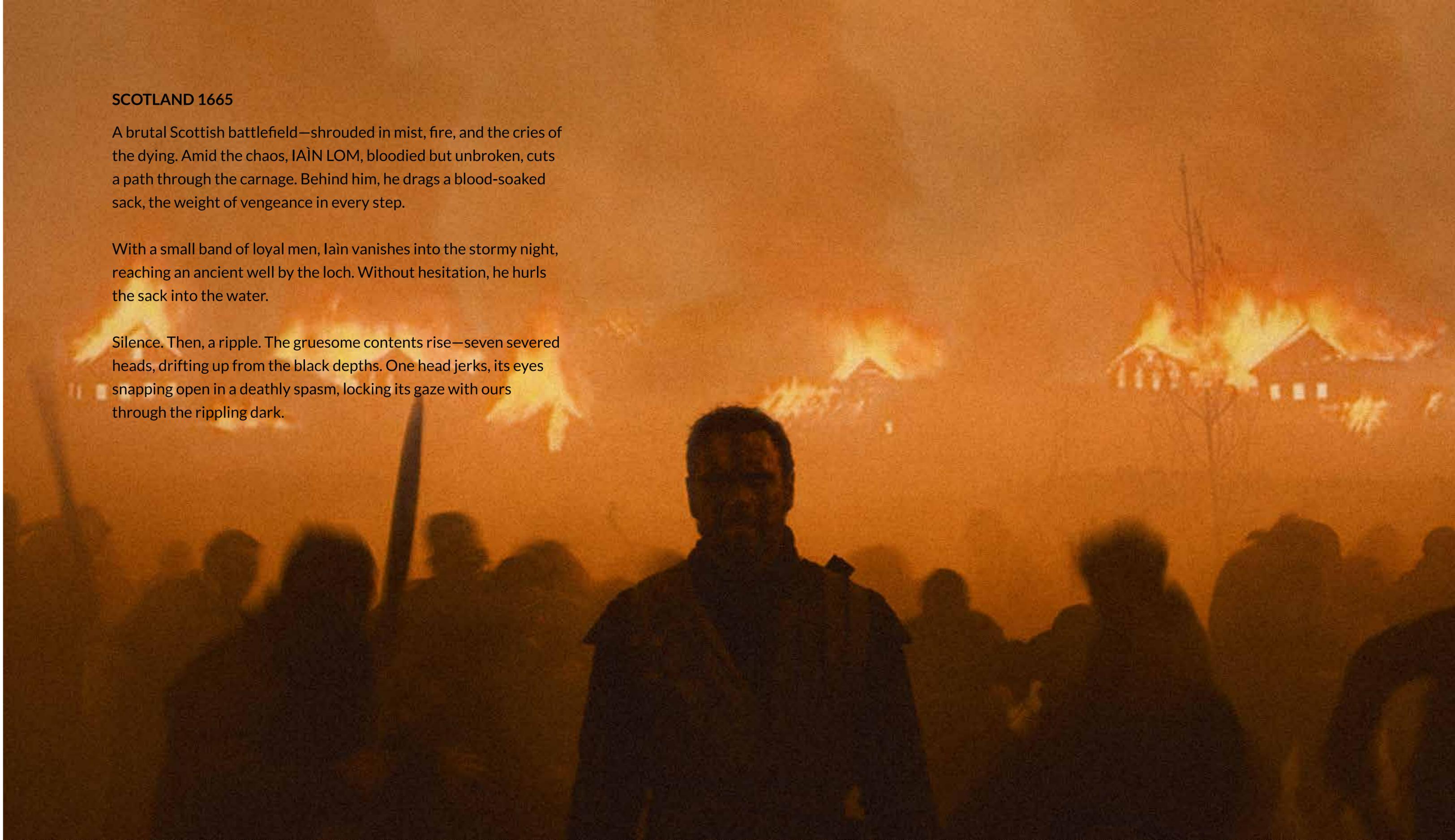


SCOTLAND 1665

A brutal Scottish battlefield—shrouded in mist, fire, and the cries of the dying. Amid the chaos, IAIN LOM, bloodied but unbroken, cuts a path through the carnage. Behind him, he drags a blood-soaked sack, the weight of vengeance in every step.

With a small band of loyal men, Iain vanishes into the stormy night, reaching an ancient well by the loch. Without hesitation, he hurls the sack into the water.

Silence. Then, a ripple. The gruesome contents rise—seven severed heads, drifting up from the black depths. One head jerks, its eyes snapping open in a deathly spasm, locking its gaze with ours through the rippling dark.



PRESENT DAY, NEW YORK.

Under a bus, SAM VERRRO wipes oil from his face as his boss, ALAN, calls him over, urgency in his voice. The depot hums with life—clanking tools, revving engines—but Sam’s world shrinks as Alan delivers shocking news: his ex, MHAIRI, has died in a storm, swept into a Scottish river. His estranged 11 year old daughter, JACKS, is alone in Scotland.

Leaving New York behind and his dog with his sister Sharon, Sam arrives in an unfamiliar land and culture. Despite his military background, he is challenged by the remote Scottish Highlands—especially when navigating its winding roads in an absurdly small rental car. As night falls, the local wildlife seems determined to drive him off the road.





ACT TWO

THE INCIDENT ON A HIGHLAND BRIDGE

A WEEK AGO

Mhairi and Jacks wander through the vast, lush wilderness of Scotland. As they watch nature dance around them, they pause to dip their feet into a river—unwittingly awakening something from the darkness. Shadowy entities emerge, surrounding them, threatening their very existence.

Panicked, they flee across a narrow footbridge. A sudden lightning bolt strikes where they stand, hurling Mhairi into the river's dark depths. The storm clears. Jacks lies unconscious on the bank, unaware that her mother is gone forever.



Sam finally arrives at the local hospital, caught off guard by an unusual police officer, PC DECCA. She explains the situation—since he is not Jacks' legal guardian, he must wait for the official paperwork to be processed before they can return to the States. In the meantime, she arranges for them to stay at a local hotel while the legalities are sorted.

When Sam finally sees his little girl in the hospital ward, he meets an older Scottish gentleman, ROY, who found Jacks and brought her to the hospital. He has been keeping watch at her bedside ever since. Later, in a private conversation, Roy arranges to meet with Sam to share what he knows in more detail.

With the hospital behind them, Jacks struggles to process her mother's death. They drive toward their hotel lodge, tucked away in a remote Highland village deep within a vast glen.

On arrival, Jacks is unsettled by the old building, but their host—MAUDE, a thirty-something Scottish woman—soon appears with a warm welcome. Sam finds himself unexpectedly drawn to her.

As they settle into their room, Jacks realises she's lost the charm bracelet her mother gave her. Distraught, she convinces Sam to take her back to the bridge where the accident happened. Though hesitant, he agrees to return to the scene the next day and help search for the lost bracelet.

Jacks, now comforted by the plan, joins Sam at the local pub to meet ROY—hoping he'll finally share the full story of what really happened on the bridge.

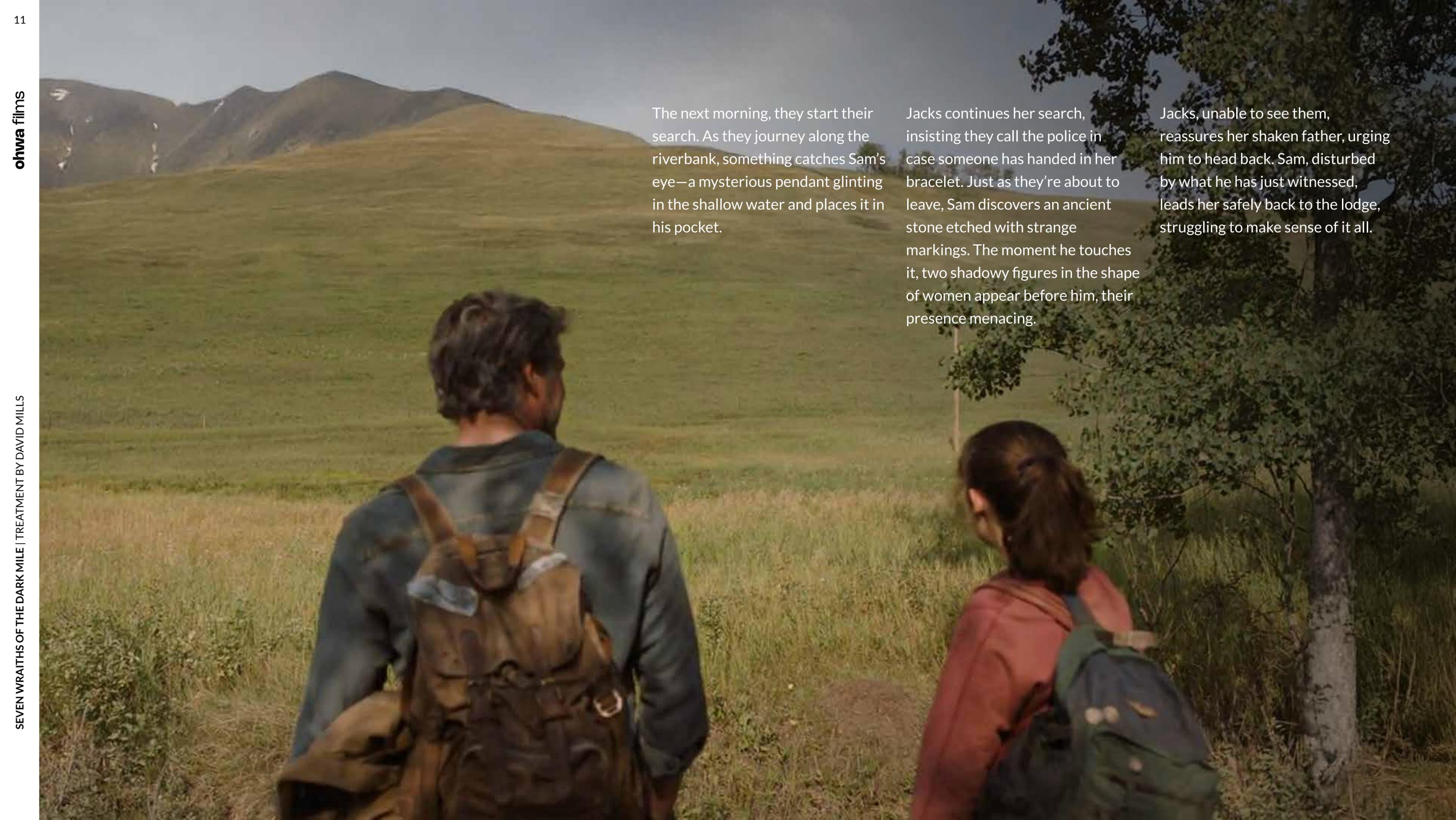


Sam and Jacks arrive at the Highbridge Pub, spotting ROY in the middle of a chess game with his close friend, BARRY. After a checkmate and some friendly banter, Roy turns his attention to Sam, and they are left alone while Jacks plays darts with the locals.

After some hesitation, Roy finally shares what he saw that night—dark figures attacking Mhairi and Jacks on the bridge. Sam pushes for more details, skeptical of Roy's story. As local folklore and supernatural tales emerge, Sam grows more confused and increasingly fearful for his daughter's safety.

Frustrated and unwilling to believe what he's hearing, Sam politely excuses himself, leaving the pub angry and unsettled. He and Jacks need rest—tomorrow, they set out to retrieve her lost bracelet.



A man and a woman are walking away from the camera through a vast, green field. The man is on the left, wearing a dark green shirt and a brown backpack. The woman is on the right, wearing a red shirt and a green backpack. In the background, there are rolling green hills and mountains under a clear sky. A large tree is on the right side of the frame.

The next morning, they start their search. As they journey along the riverbank, something catches Sam's eye—a mysterious pendant glinting in the shallow water and places it in his pocket.

Jacks continues her search, insisting they call the police in case someone has handed in her bracelet. Just as they're about to leave, Sam discovers an ancient stone etched with strange markings. The moment he touches it, two shadowy figures in the shape of women appear before him, their presence menacing.

Jacks, unable to see them, reassures her shaken father, urging him to head back. Sam, disturbed by what he has just witnessed, leads her safely back to the lodge, struggling to make sense of it all.

A close-up shot of a person's hand reaching out from a car window into a stormy night. The hand is positioned in the foreground, with fingers slightly spread. The background is a dark, rainy landscape with a road and some trees visible in the distance. The overall mood is mysterious and tense.

As they drive back through the stormy night, Sam and Jacks reconnect, reminiscing about her mother and singing songs in the car. Rain lashes against the windshield as Jacks playfully extends her hand into the wet, windy air.

Out of nowhere, an entity emerges, fueled by the torrential downpour. It grabs Jacks' arm, trying to pull her from the moving vehicle. Sam reacts just in time, yanking her to safety and speeding back to the hotel, where he puts her to bed, hoping she'll sleep off the terrifying encounter.

Later while relaxing in the lounge, Maude their host invites Sam to join her in a whisky. She offers to give him a tour of the lodge, revealing its dark history. Deep in the building, she shows him an old prison cell—a relic from World War II, where Nazi prisoners of war were once held.

Sam receives a call to visit the coroner's office at the hospital to identify Mhairi's body. Jacks insists on coming with him to say a final goodbye to her mother.

At the morgue, as Sam looks at Mhairi's body, he notices a small burn mark—the exact size and shape of the pendant he found by the river. Doubt creeps in. Maybe Roy's wild stories aren't so far-fetched after all.

Determined to get answers, they visit the local museum, where they meet Professor Susan, a folklore historian and her shy assistant Aaron. She reveals that the stone Sam found is part of a set—three stones, each with unique markings that may hold clues to the mystery unfolding around them. Realising the stones could be the key to uncovering the dark truth, Sam decides to find the others.

The next day, he prepares Jacks for a long hike into the wilderness to locate the second stone. They find a small boat and follow the river deeper into uncharted land—unaware that a watchful local farmer, angered by their trespassing, has other plans.





SCOTLAND 1665

Three young girls, bound and terrified, ride in silence on the back of a creaking cart. They are Iain Lom’s sisters—condemned to die in revenge for the seven men he killed.

The cart halts at the edge of a cliff, overlooking a waterfall pool far below. The church and the local lord preside over the

grim scene. One by one, each girl is condemned, her sentence spoken like ritual. And one by one, they are forced over the edge, plunging into the churning waters below.

The eldest, Matilda, manages to break free beneath the surface, but it’s too late. Her sisters are gone, drowned

before her eyes. She pulls herself to the rocky shore, gasping and broken —but alive.

Soaked, injured, and weeping with rage, she curses the men, the church, and all who stood by. She swears vengeance on every soul involved. For now she is gone—*but she will return.*

PRESENT DAY

Sam and Jacks make their way upriver by boat, searching for the second stone. As they approach a set of rapids, something stirs beneath the surface—an unseen entity begins to follow, slicing silently through the water. The current grows violent, but they manage to outrun the thing chasing them. Exhausted, they pull ashore to recalibrate.

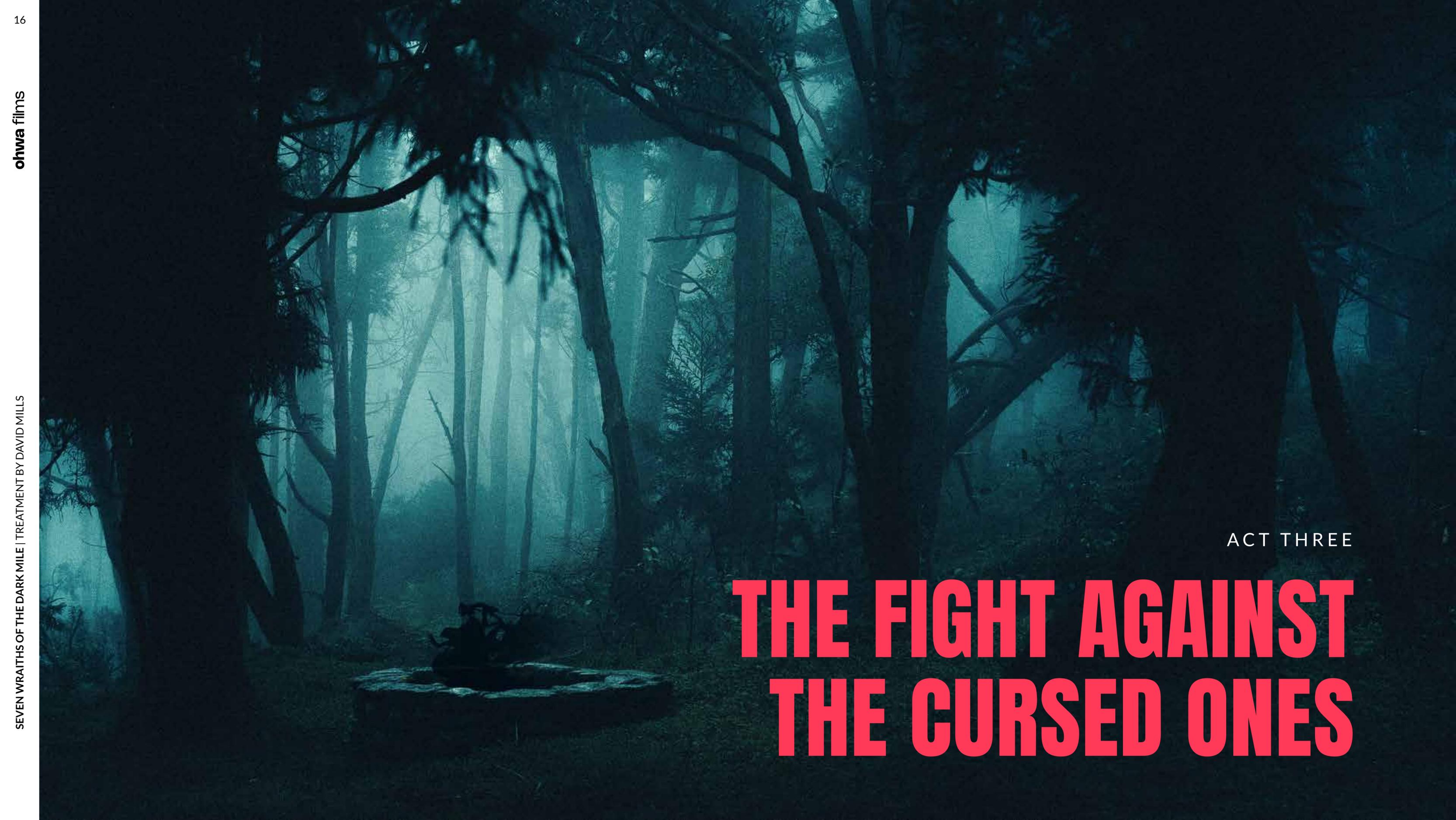
Jacks spots the second stone beneath a waterfall. They paddle across the pool to get a closer look. As they examine its ancient markings, a voice shouts from above.

FRAZER MACDONNEL, the unhinged landowner, stands high on the cliff, aiming a shotgun down at them. Tension spikes. Sam tries to de-escalate—but it's too late.

The entity returns, erupting from the water. It grabs Frazer and drags him over the cliff's edge. He crashes into the waterfall below, scrambling to swim—but the beast is faster. It seizes him, pulling him under with a final scream, lost to the dark.

Sam and Jacks flee, scrambling up the valley hills. They take shelter in a nearby cave, waiting out the nightmare, hoping for even a brief moment of safety.





ACT THREE

THE FIGHT AGAINST THE CURSED ONES

Sam wakes in the cave to find Jacks missing. Panicked, he rushes outside—only to spot her calmly eating breakfast with two friendly German hikers, MICHAEL and NICOLE.

Michael, a history buff, shows Sam ancient cave paintings, sharing old tales of mythical water demons said to haunt the region for thousands of years. The hikers guide Sam and Jacks safely back down the mountain.

Sam decides to report Frazer's death, but before he can, PC Decca pulls them over on a remote road. She insists Frazer is alive and well—no need to worry. As they part ways, Sam senses something is off. He no longer trusts her.

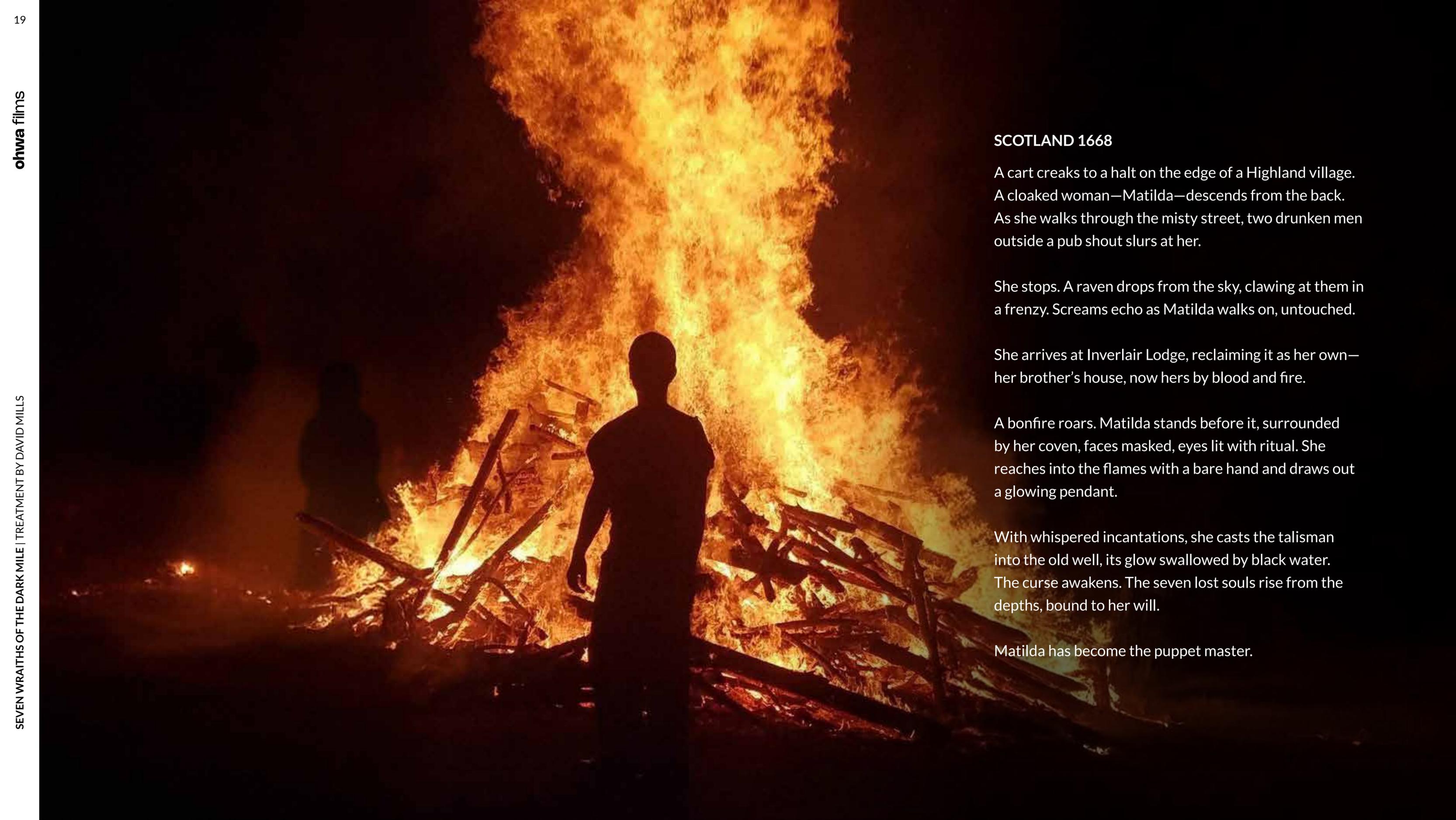




Back at the lodge Sam receives a call from Professor Susan, asking to meet at the local café—she’s uncovered new information. Maude offers to watch Jacks while Sam heads into town.

Sam and Susan swap updates. The pieces begin to connect. Matilda, who escaped her execution in 1665, returned and formed a coven called THE DARK MILE, placed curses on the descendants who conspired against her family—Jacks, unknowingly, is one of them.

When Sam mentions he’s staying at the lodge, Susan goes cold—then delivers the devastating truth: Maude is Matilda. A witch. The coven’s leader. Now Jacks is in grave danger.



SCOTLAND 1668

A cart creaks to a halt on the edge of a Highland village. A cloaked woman—Matilda—descends from the back. As she walks through the misty street, two drunken men outside a pub shout slurs at her.

She stops. A raven drops from the sky, clawing at them in a frenzy. Screams echo as Matilda walks on, untouched.

She arrives at Inverlair Lodge, reclaiming it as her own—her brother's house, now hers by blood and fire.

A bonfire roars. Matilda stands before it, surrounded by her coven, faces masked, eyes lit with ritual. She reaches into the flames with a bare hand and draws out a glowing pendant.

With whispered incantations, she casts the talisman into the old well, its glow swallowed by black water. The curse awakens. The seven lost souls rise from the depths, bound to her will.

Matilda has become the puppet master.

PRESENT DAY

Sam tears down the narrow Highland road, racing toward the lodge to find Jacks. But up ahead—a roadblock. PC Decca. Waiting. He swerves off onto a side road. Decca gives chase.

They face off on a narrow bridge over a rushing river. Sam hits the gas—full throttle, straight at her. At the last second, Decca swerves—her car crashes through the railing and plunges into the river below. Sam scrambles down the bank, diving in to save her—but it's no use.

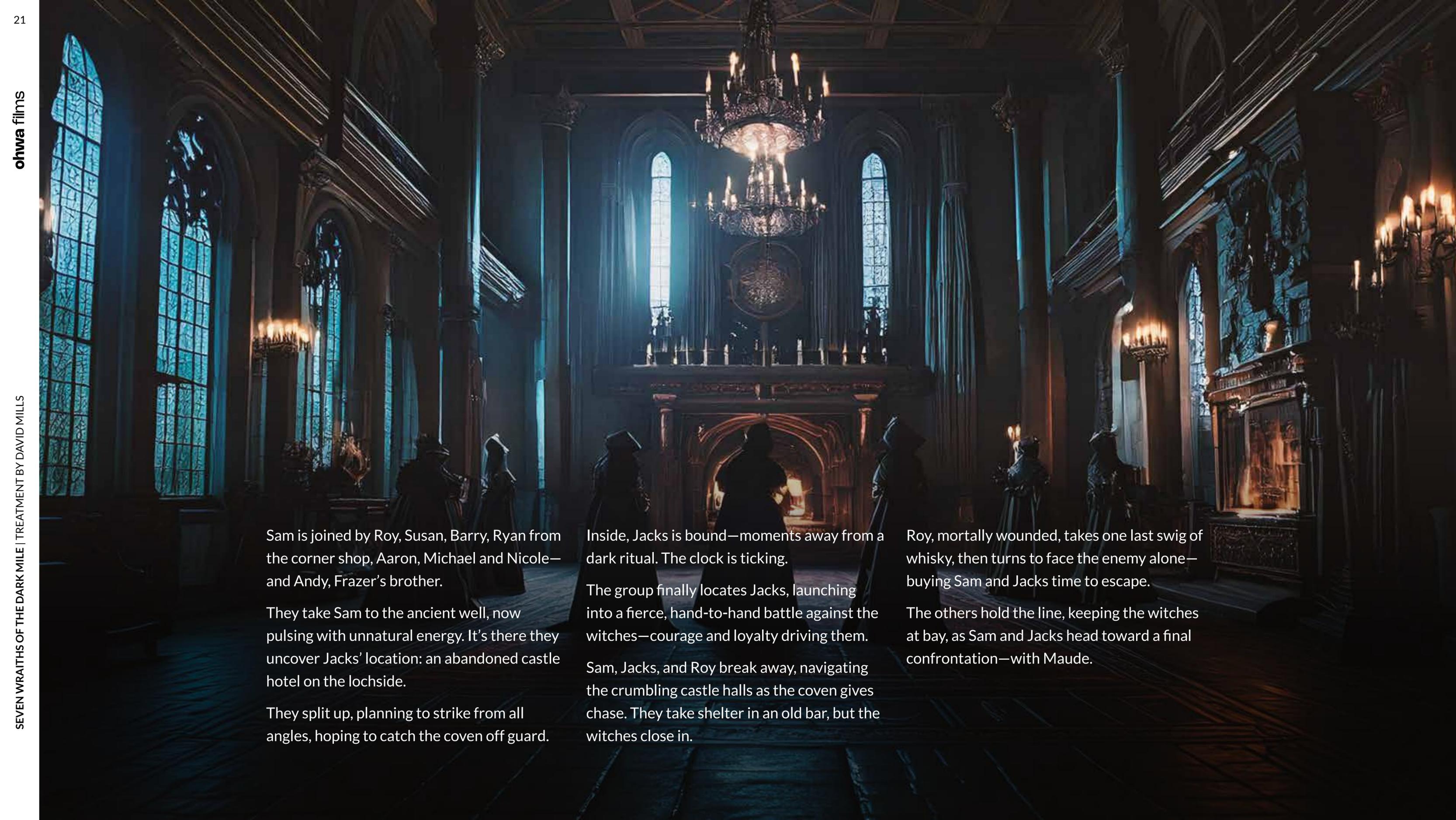


Witches don't take kindly to water. Her body ignites underwater, erupting in flame. Her screams are swallowed by the current as her ashes drift downstream.

Sam races back to the lodge. But it's empty. Jacks is gone.

With no time to lose, he heads into the village and finds Roy at the pub. Together, they rally the locals for what's coming:

a rescue mission into the heart of darkness.



Sam is joined by Roy, Susan, Barry, Ryan from the corner shop, Aaron, Michael and Nicole—and Andy, Frazer’s brother.

They take Sam to the ancient well, now pulsing with unnatural energy. It’s there they uncover Jacks’ location: an abandoned castle hotel on the lochside.

They split up, planning to strike from all angles, hoping to catch the coven off guard.

Inside, Jacks is bound—moments away from a dark ritual. The clock is ticking.

The group finally locates Jacks, launching into a fierce, hand-to-hand battle against the witches—courage and loyalty driving them.

Sam, Jacks, and Roy break away, navigating the crumbling castle halls as the coven gives chase. They take shelter in an old bar, but the witches close in.

Roy, mortally wounded, takes one last swig of whisky, then turns to face the enemy alone—buying Sam and Jacks time to escape.

The others hold the line, keeping the witches at bay, as Sam and Jacks head toward a final confrontation—with Maude.



Sam and Jacks face Maude's wrath. The witch, seething with fury, is determined to finish what she started. But Sam has a plan.

As Maude advances, he triggers the old hotel's sprinkler system—drawing in the cursed entities. They surge through the mist, closing in on Sam and Jacks.

But Sam and Jacks are protected. The pendants around their necks glow, repelling the spirits. Earlier, Sam had stolen Maude's cursed pendant, the source of her power—now protecting him instead. The entities now turn on Maude.

With a scream, she's dragged through a shattered gothic window and plunged into the cold loch below. The spirits circle her, then explode in a final burst of fire. Her ashes bleed into the on the cold waters as the seven tormented souls return to the well.

The curse is broken. The nightmare ends.



Sam and Jacks return home to New York. Safe. Reunited. They celebrate quietly with Sam's sister, Sharon, who wraps Jacks in a long overdue hug.

Later, Sam steps out to pick up takeout. Rain falls. He pauses at the door, feeling the weight of everything... then steps into it. Head tilted back, he lets the rain hit his face.

Inside, Jacks is safe. Home.

He's been given a second chance—
To show up. To be the father she needs.

A new day begins.

One filled with hope.



THE CHARACTERS

JACKS

Jacks is an inquisitive and fearless 11-year-old, grappling with the recent loss of her mother in a freak accident. Now living in Scotland, she has been separated from her father, Sam, for three years, leaving their relationship distant yet quietly hopeful.

Her adventurous spirit drives her to explore the world as a way to escape her grief. Armed with her binoculars and determination, Jacks faces the supernatural dangers of the Highlands with extraordinary bravery.

Through the journey, Jacks not only confronts ancient threats but also rebuilds a loving bond with her father, finding healing and family through their shared adventure.



SAM

Sam is a retired U.S. Marine in his mid-40s, living a solitary life in New York and haunted by the mistakes that strained his relationship with his daughter, Jacks.

When he learns Jacks has survived a freak accident, Sam heads to the Scottish Highlands, determined to reconnect. What begins as a chance to mend their bond turns into a fight against ancient legends and supernatural threats.

Stoic and skilled from his military past, Sam must confront both the horrors around him and the emotional wounds that have kept him distant. Through their journey, Sam rediscovers his role as a father and rebuilds his connection with Jacks.





MAUDE

Maude is a sinister figure, yet attractive, appearing in her early 30s but emanating an aura of ageless malevolence. With jet-black hair and piercing, oily eyes, she leads an ancient coven thought to have been vanquished long ago. Her return brings terror back to the Scottish Highlands.

Calm and confident on the surface, Maude hides a volatile rage fueled by revenge and a relentless hunger for power. She thrives on manipulation and fear, twisting reality with her supernatural abilities. Beneath her malevolence lies a tragic backstory of betrayal and loss, adding complexity to her character.

Her ultimate goal is to restore her coven and claim dominion over the living and the dead.

SUSAN

Susan is a sharp and pragmatic historian in her late 50s, serving as a museum curator specializing in folklore and ancient artifacts. Originally from England, she has spent decades studying the myths of the Scottish Highlands, often dismissed as mere stories.

Her deep knowledge and meticulous nature make Susan an invaluable ally as the supernatural begins to unfold. Beneath her no-nonsense demeanor lies a fierce protectiveness and a steady resolve that helps guide the group through the dangers they face.

As both a scholar and mentor, Susan's expertise and level-headedness become crucial in navigating the collision of past and present threats.





ROY

Roy is a rugged Scotsman in his early 70s, with a wiry build and a sharp tongue. A retired local fisherman, he knows the ins and outs of the Highlands better than anyone. Despite his gruff demeanor and love of whisky, Roy has a big heart, particularly for the local legends and traditions he holds dear.

A lifelong skeptic turned reluctant believer, Roy has seen enough strange occurrences in the area to know when something isn't right. His survival instincts and resourcefulness make him a valuable ally in dangerous situations, but his stubbornness and dark humor often mask the pain of losing loved ones to the mysterious forces he now fights to understand.

THE FILM

This film is about family and community, set against the haunting beauty of the Scottish Highlands. The plot draws from real historical references that add depth and authenticity to the narrative. The legend of the Well of the Seven Heads is true, the witches are rooted in old Highland folklore, and Inverlair Lodge did, in fact, hold Nazi prisoners during the war.

At its heart, this is a story of a father who needs his daughter more than he realises. Through the grief of losing a loved one and the ghosts of his own battles, he finds love, strength, and a new unbreakable bond with his child.

Now it's time to make the film—an adventurous, emotional, and down-to-earth supernatural thriller.

THANK YOU FOR READING

To find out more about this project please contact
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